Savannah Archinal

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ART 385

Project 1

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<u>Project 1: Write up</u>

The Mental Health Pod is a public chamber that anecdotes Americas mental health crisis, and its inaccessible health care system. This product was created to give users a private space to publicly fall apart, seek help, or press pause until the panic dwindles. These pods would be located in parks, prisons, office spaces, and schools to provide mental ad physical refugee. The pod employs thousands of mental health professionals to upkeep education and provide necessary improvements to our AI therapy, the pod also includes automated sanitation to keep the pod accessible to all, and for designated use. In America those who are incarcerated have some of the highest rates for mental illness, however receive little to no mental health treatment, putting pods in prisons would not only give those incarcerated a right to health care, but provide opportunity for growth.

The mentally ill is a vast demographic and includes people of all different backgrounds and experiences, this pod is idealized for all. Americas health care system all in all is an utter mess, and even those insured have difficulty receiving adequate mental health treatment. Placing these pods in public spaces will benefit all people the pod gives users the opportunity be in charge of their mental health

care, and allow humans to be human. No matter your path, the pod welcomes all. Life is hard, the pod can make it easier.

For Project one we developed an abstract yet plausible speculative technology that could potentially better the world, or some demographic. My initial idea was a public panic chamber. After through research and various story lines we implemented our ideas into state machines to create an interactive clickable online game. The website starts with an introduction to our product followed by a players menu, the clickable allows you to make decisions and see the positive and negative impacts certain scenarios have on your character. The list of players include Bay Area residents: Justin a homeless veteran, Celia a clinical Psychologist, Ashley an incarcerated women, and Herbert a data engineer. The game discusses logistical impacts on four varying demographics, while the questions follow start up dilemmas that could potentially inhibit the creation and success of the product. In order to create "The Mental Health Pod" clickable, I altered a complex State Machine using P5.js.

The Mental Health Pods design aesthetic has been through many different variations, but in the end I decided to choose a sleeker, technological aesthetic. The color palette is very minimal consisting of a light purple with hues of gray, a yellow cream, and black that is predominately used in text for contrast and legibility; I wanted my palette to feel clean and calm. After weighing out fun neutrals, and symmetrical line work I decided on soft edges and only necessary material upon each page. I ended up using a drop shadow to lift the assets of the screen, but that

was one of the few design elements used. Other than the desire for the design to mimic the product I decided to keep my design simple so I could complete the basic code requirements.